Angela Zhu

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EDUCATION

Cornell University, College of Arts and Sciences   *Expected May 2027*

Bachelor of Arts in Computer Science, Minor in Game Design   3.7 GPA

Coursework: Introduction to Computer Game Development, Linear Algebra, Sound Design, Creative Character Design, Object-Oriented Programming & Data Structures, Data Structures & Functional Programming

TECHNICAL SKILLS

- **Programming Languages**: Java, C#, Python, HTML/CSS, OCaml, JavaScript
- **Other Technologies**: Git/GitHub, Unity, JSON, LibGDX, Blender, Tiled, Fusion, Figma, Adobe Suite, React

PROJECTS

Lunar Looter **Video Game | Project Lead**   *May - August 2024*

Independent Project

- Spearheaded the development of a 2D stealth game with 12 levels using Unity and C# in a 3-member team
- Implemented 4-day sprint system with regular check-ins, improving productivity by 80%
- Designed and implemented AI enemy algorithms, UI/UX, level design, and ray casting

Seas the Throne **Video Game | Programmer and Designer**   *January - May 2024*

Introduction to Computer Game Development, Cornell University

- Collaborated with 7 members to develop an open world bullet hell in Java and LibGDX
- Developed UI for player, mob, and boss HP, programmed menus, screens, animations, and controllers
- Built a bullet pattern simulator to visually represent coded bullet patterns for all boss AI algorithms, increasing efficiency of new bullet pattern creation by 50%
- Conducted 5 user testing sessions for feedback, resulting in tangible UX improvements and refined AI algorithms

EXPERIENCE

Software Developer, Combat Robotics @ Cornell Project Team   *October 2023 - present*

- Redesigned team website using Figma, and implemented changes in Javascript using React, Material UI, and npm to improve editability with reusable UI components, optimize development workflow with npm servers, and enhance visual appeal for hundreds of users
- Deployed monthly website updates using HTML/CSS to promote the team, recruitment, and major events, and published the changes via FileZilla
- Collaborated with 3 members to program a claw machine in Python on a Raspberry Pi, integrating joystick, motor, and claw mechanisms

Private Tutor (Java)   *June - July 2023*

- Delivered personalized Java programming instruction to 2 middle school students, emphasizing foundational concepts to spark interest in computer programming
- Created 5+ tailored lesson plans/exercises, improving individual student comprehension of programming topics

SKILLS AND INTERESTS

Language: Fluent in Chinese, Advanced in Spanish

Interests: Orchestra (All Eastern), Digital Art, Girl Scouts, Cross Country